

Abstract of th Disclosure

A device for calculating where a cue ball must cause an object billiard ball to strike the bumper of a billiards table in order to drive the object ball into a selected pocket of the billiards table of the type having two opposed end rails and two
5 opposed side rails. The device includes a plotting board and a guide. The plotting board comprises a scaled playing table portion and at least one scaled mirror table portion having pocket positions formed thereon, wherein the mirror table adjoins at least one of the opposed end rails or opposed side rails and is a mirror image of the playing table portion. The plotter comprises a guide and an object ball arm, the
10 object ball arm having a pocket guide end and an object end. When the guide is placed over a selected pocket position on the mirror table portion and the object ball end of the object ball arm is aligned with the object ball on the scaled playing table and the pocket guide end is aligned with the guide over the selected pocket position, the object ball arm will cross the scaled playing table at a point where the object ball
15 must strike the bumper of the billiards table.